

TUG of Words™

Fast Action,
Electronic Word Association Game!



070220001HWTI-02

Wake up your brain and untie your tongue. That's how you get yourself ready to play **Tug of Words**!

INSTRUCTION

QUICK PLAY

You are a whiz with words, right? And you don't need a lot of instructions, right? Then follow the directions below to get off to a quick start and a quick **Tug of Words**!

In **Tug of Words**, teams take turns completing compound words or two-word phrases. Complete your phrase before time runs out then press your paddle and send the word back to the other team.

Move the "on/off" switch to the Game slot you wish to play. Press start to begin play.

GAME 1 - **Tug of Words** picks!

Tug of Words will provide the word to play, and teams respond with a two-word phrase or compound word that uses the word in play. The lights keep time, always descending toward the team with the next turn.

GAME 2 - You pick!

Can you pick better than **Tug of Words**? In Game 2, you will get your chance! Instead of **Tug of Words** selecting the word to play, you get to supply the word. Pick wisely and challenge your opponents!

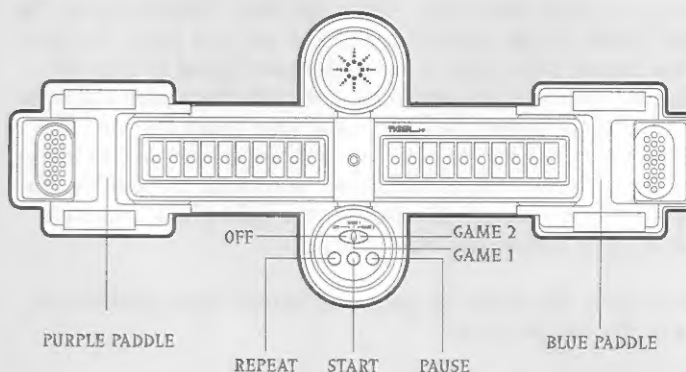
OBJECT

In **Tug of Words**, teams take turns completing compound words or multi-word phrases. Complete your phrase before time runs out then press your paddle and send the word back to the other team. Miss a word and you lose time, when time runs out the round is over. If you lose five rounds, the other team wins. So get yourself ready and go!

GAME

The game resembles a playground teeter-totter, with a blue "seat" on one side and a purple "seat" on the other side. These "seats" are actually paddles that are pressed when a team completes their turn. Between the two paddles sits the balancing "plank" of lights. Pressing a paddle causes the plank to shift

back toward the other side. Each light on the plank acts as a timer. As the lights "run out," so does the time remaining to take your turn. The lights will also keep track of the score. At the end of each round, a light will appear on your side of the plank for each round you have missed. Miss 5 rounds and you lose!

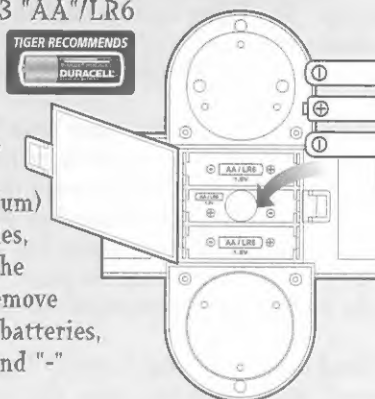


The control panel contains three buttons, above which sits a switch. The button on the left is the repeat button. Pressing this button repeats the word in play during Game 1. In the middle is the start button. Press this button to begin play and/or resume play. The button on the right is the pause button, press it when you need to pause the game. If you forget, the game will remind you to "press start" and resume play. The slide switch turns **Tug of Words** on and off. It is also used to select either Game 1 or Game 2.

INSERTING / REPLACE BATTERIES

Tug of Words requires 3 "AA"/LR6 batteries (not included).

Only adults should install batteries. Never mix new and old batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries. To insert batteries, push the battery door on the bottom of the game and remove the back cover. Insert the batteries, making sure to align "+" and "-" polarities.



TO ENSURE PROPER FUNCTION:

- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon zinc) or rechargeable batteries.
- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.

Selecting A Game

Players can choose to play either Game 1, where **Tug of Words** provides the word in play; or Game 2, where teams take turns supplying the word in play. Select the game by shifting the on/off switch to either the Game 1 slot or the Game 2 slot.

Number of Players

Tug of Words is designed for two or more players. For real playing night, form teams with multiple players. Putting your brains together will provide more tug as you compete for the title of **Word Whiz Master(s)**!

To Begin Play

Place **Tug of Words** on a flat surface to keep the game stable during play. Remember, as the game progresses you will be pressing your paddles fast and furious.

Move the "on/off" switch to the Game 1 or Game 2 slot. If you are ready, press start. When you hear "You're playing **Tug of Words**. So get yourself ready and go!" you know the game has begun! Press start and watch those lights! If they are headed your way, it's your turn. Complete the phrase and press your paddle before the lights (and your time) run out! The strategy is not just to come up with an answer, but to leave your opponent with as little time to respond as possible. The quicker you respond, the quicker the light plank tips back and heads toward the other team.

Get ready for battle. Be prepared. Pound those paddles and win the war of words!

Game 1 - **Tug of Words** picks!

Tug of Words will provide the word to play, and teams take turns responding with a two-word phrase or compound word that uses the word in play. The lights will keep time. As they descend toward your paddle, call out your phrase then press your paddle before time runs out. As play continues, the lights (and time) will begin to go faster. If both teams can keep the word in play for 15 seconds, **Tug of Words** will automatically call out a new word to play.

Example:

Tug of Words begins play-- "The word is stick, as in drum stick." The lights head toward the blue team. The blue team shouts out "candle stick" and presses their paddle. The lights shift back and descend toward the purple team.

If you hear a "splash," your time has run out and you lose the round. To go on to the next round, press your paddle to tip the light plank back toward the other team. **Tug of Words** will shout out the next word in play. Continue playing until one team misses five rounds. **Tug of Words** will call out "Blue [or Purple] Team wins the game. Want to play again?" Press the start button if you want to begin a new Game 1.

Need to hear the word again? **Tug of Words** will call out the word again when you press the repeat button. Keep in mind that the lights (and time) will continue their descent while the word is repeated.

Game 2 - You pick!

Can you pick better than **Tug of Words**? In Game 2, you will get your chance! Instead of **Tug of Words** selecting the word to play, you get to supply the word. Pick wisely and challenge your opponents!

Example:

Tug of Words initiates the game by prompting the Blue Team with "The word is." The Blue Team begins play by answering "Sky" and presses their paddle. The light plank tips up and heads toward the Purple Team. The Purple Team quickly shouts out "Sky dive" and presses their paddle, sending the word back to the Blue Team.

The game continues for as long as both teams can keep the word in play. If a team misses, or runs out of time, they lose the round. To start the next round, **Tug of Words** will prompt the team that just "missed" to select the next word to play. As in Game 1, the first team to lose five rounds loses the game, with **Tug of Words** announcing "Purple [or Blue] Team wins. Want to play again?" Press start if you want to begin a new Game 2.

CAUTION/DEFECT OR DAMAGE

If a part of your **TUG OF WORDS** is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONICS, LTD. REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S. \$16.90. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period and your printed name, address and telephone number.

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Belvedere House, Victoria Avenue,
Harrogate, North Yorkshire, HG1 1EL, England
www.tigertoys.com

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